



BioWare Announces First Official Expansion Pack to the Critically Acclaimed *Dragon Age: Origins*

"Dragon Age: Origins - Awakening" to Take Fans to the Land of Amaranthine With New Party Members, Spells, Abilities and More in March 2010

EDMONTON, Alberta, Jan 05, 2010 (BUSINESS WIRE) -- Leading video game developer BioWare(TM), a division of Electronic Arts Inc. (NASDAQ:ERTS), announced today ***Dragon Age(TM): Origins - Awakening***, the first official expansion pack to *Dragon Age: Origins*, the recent recipient of Spike TV's Best RPG and PC Game of 2009, IGN's Best RPG of 2009 and CNN.com's Best RPG of 2009. *Dragon Age: Origins - Awakening* will be available for the Xbox 360(R) videogame and entertainment system, the PlayStation(R)3 computer entertainment system and PC on March 16, 2010.

Designed and written by the same team that brought you *Dragon Age: Origins*, the *Awakening* expansion pack offers a brand new area of the world to explore known as Amaranthine, featuring an epic story that will allow players to unravel the secrets of the darkspawn - and their true motivations! Players will face a range of horrific and terrifying creatures including an evolved, intelligent breed of darkspawn and other menacing creatures such as the Inferno Golem and Spectral Dragon. *Dragon Age: Origins - Awakening* provides exciting new ways for players to customize their heroes and party, including the ability to re-spec their character attributes, allowing even greater customization and replayability. Featuring an increased level cap, new spells, abilities, specializations and items, plus five all-new party members, players can continue their adventures from *Dragon Age: Origins*, or begin with a brand new character.

"*Dragon Age: Origins - Awakening* shows BioWare's commitment to our fans by delivering new story-driven experiences which enrich the dark heroic fantasy universe our fans have come to know and love," said Dr. Ray Muzyka, Group General Manager of the RPG/MMO Group, EA, and Co-Founder, BioWare. "The vibrant worldwide community of *Dragon Age* fans will relish uncovering the secret motivations of the darkspawn, revealing how the darkspawn continue to infest the world despite the defeat of the Archdemon."

Dragon Age: Origins - Awakening, BioWare's next thread in the *Dragon Age: Origin* tapestry, occurs following the events of *Dragon Age: Origins* and puts players into the role of a Grey Warden Commander entrusted with rebuilding the order of Grey Wardens. In addition to rebuilding the ranks of the Grey Wardens, you will be tasked with uncovering the mystery of how the darkspawn survive after the slaying of the Archdemon. How players choose to rebuild their order, resolve the conflict with the mysterious "Architect," and determine the fate of the darkspawn are just some of the many intriguing moral choices that will shape each player's heroic journey. Players will be able to import their character from *Dragon Age: Origins* or start out as a new Grey Warden from the neighboring land of Orlais.

Dragon Age: Origins - Awakening will be released March 16, 2010 worldwide on the Xbox 360, the PlayStation 3 console and PC. *Dragon Age: Origins - Awakening* will be available for \$39.99 on PC, Xbox 360 and PlayStation 3 consoles in North America and will require *Dragon Age: Origins* to play. *Dragon Age: Origins - Awakening* is rated M by the ESRB and 18+ by PEGI.

For more information on *Dragon Age: Origins - Awakening*, please visit www.dragonage.com/awakening.

About BioWare

BioWare develops high quality console, PC and online role-playing games, focused on rich stories, unforgettable characters and vast worlds to discover. Since 1995, BioWare has created some of the world's most critically acclaimed titles, including *Baldur's Gate*(TM), *Neverwinter Nights*(TM), *Star Wars*(R): *Knights of the Old Republic*(TM), *Jade Empire*(TM) and *Mass Effect* (TM). BioWare operates in Edmonton (Alberta, Canada), Montreal (Quebec) and Austin (Texas). BioWare's announced projects include the dark heroic fantasy adventure *Dragon Age: Origins*, as well as *Mass Effect 2*(TM), the epic shooter-RPG sequel to *Mass Effect*, and the story-driven massively multiplayer online game, *Star Wars*(R): *The Old Republic*(TM). In 2008, BioWare was acquired by Electronic Arts, a leading global interactive entertainment publisher. For more information on BioWare, visit www.bioware.com; to join the millions of fans already registered on our community, go to <http://social.bioware.com>.

About Electronic Arts

Electronic Arts Inc. (EA), in Redwood City, California, is a leading global interactive entertainment software company. Founded in 1982, the Company develops, publishes, and distributes interactive software worldwide for video game systems, personal computers, wireless devices and the Internet. Electronic Arts markets its products under four brand names: EA™, EA SPORTS™, EA Mobile™ and POGO™. In fiscal 2009, EA posted GAAP net revenue of \$4.2 billion and had 31 titles that sold more than one million copies. EA's homepage and online game site is www.ea.com. More information about EA's products and full text of press releases can be found on the Internet at <http://info.ea.com>.

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